RDR2 Texture Toolkit 1.1.2

How it works:

This is basically Neodymium's GTA5 Texture toolkit but only with the components to create a texture file (.ytd). This means that you can't export the files from "ytd" files but you can do that with OpenIV. You can't also load "ytd" files. This program also uses the RedM "ytd" file converter from the RedM client to convert the files to the "ytd" format that RDR2 recognizes. This is **NOT** included with the program. There are existing ways to make RDR2 Ytd files but this tool makes it more easy and not as tedious.

How to Use:

1. After opening the program, click File>New.
2. Now you can import files by clicking Edit>Import. NOTE: The program only accepts DDS files explicitly. This means if the file ends in .dds but wont open in the program, the file is not in DDS format even if it ends in .dds. If you need to delete a unwanted image, select the image you want to delete then click Edit>Delete.
3. When you are ready to create a new "ytd" file, click File>Save. Select the folder to put the "ytd" file in.
4. Two "ytd" files will be created. The"ytd" file that has "_nya" in it, is the file that can be used in RDR2. You can delete the other file.
5. The "ytd" file that has "_nya" in it, can now be renamed to whatever you want and can now be used in Lenny's Mod Loader.

How to install:

Before installing, please read the Requirements section to see what you will need before installation.

NOTE: If the files are not downloadable e.g. false positive on virus scan, then download from GitHub mirror under the mirrors section.

Portable install:

NOTE: Only downloadable on GitHub because virus scans always get a false positive on this tool. Go to mirrors and click on GitHub to go to the download page on GitHub.

This is for short term use only.

1. Download RDR2 Texture Toolkit Portable then extract the files to a folder.
2. Run the exe file.
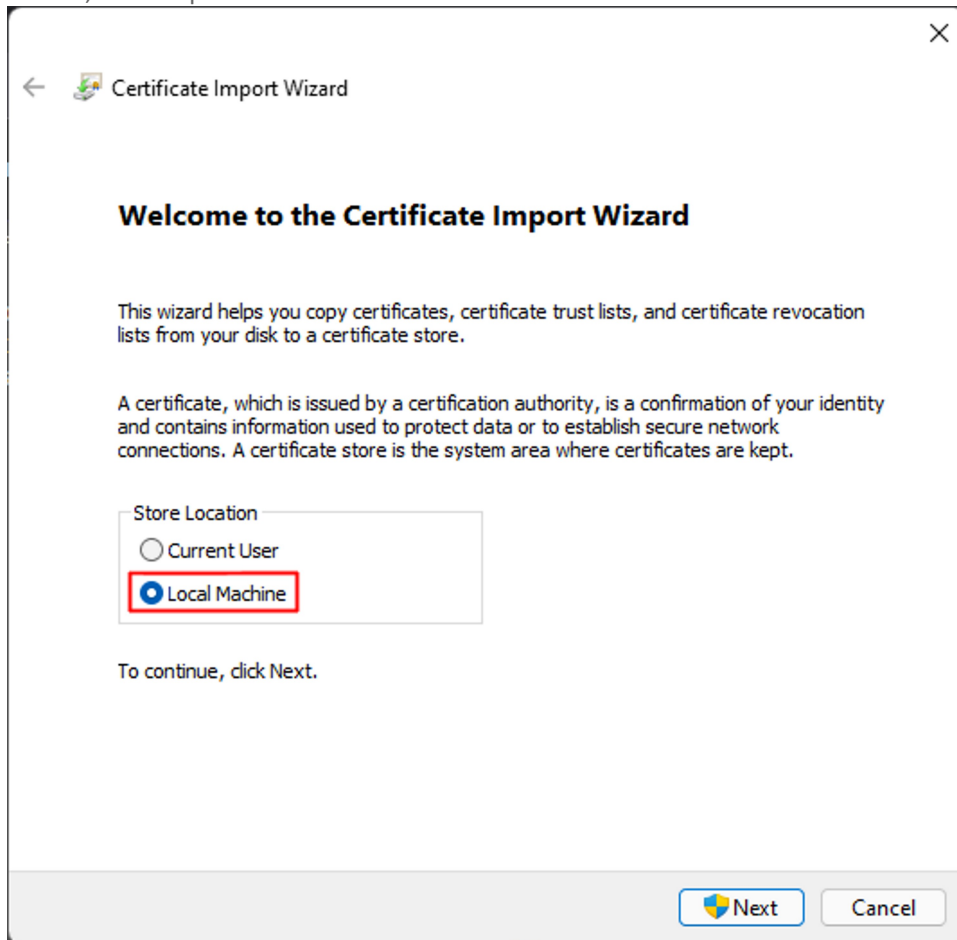3. Follow setup instructions.
4. Done!

Package install:

This is for long term use and will actually install the program.

NOTE: This will not work if you are on a version of Windows 10 earlier than version 2004.

1. Download RDR2 Texture Toolkit then extract the files to a folder.
2. Click on the .cer file. Then follow the instructions on screen. This is to allow you to install the program.
3. Click on the .msixbundle file.

4. Click install. If it does not allow you to install, repeat step 2, but select Local Machine in the prompt. If all fails, use the portable version.

5. Run the program.
6. Follow setup instructions.
7. Done!

How to update the tool:

These instructions will tell you how to update the tool.

1. Download the latest version of RDR2 Texture Toolkit then extract the files to a folder.
2. Click on the .msixbundle file.
3. Click update. If it does not allow you to update, click on the .cer file. Then follow the instructions on screen. This is due to the .cer file being expired.
4. Done!

Mirrors:
If you cannot download the tool or need the portable version, here is the list of mirrors available
- Github
- Nexus Mods

How to Report a bug/issue:

If you find a bug/issue, please report it **Here**. Do not report it as comments as these kinds of reports can be hard to find when there are many comments.

Credits to:
- Neodymium for his code on GitHub and the original GTA5 Texture ToolKit.
- CitizenFX for the conversion tool or this program would not exist. Converter is **NOT** included with the tool.

Links:

- [Source Code](#)
- [GitHub Profile](#)

Requirements:

- [RedM by CitizenFX](#): Required to for this tool to work.

Permissions:

Credits and distribution permission

- Other user's assets
  - All the assets in this file belong to the author, or are from free-to-use modder's resources.

- Upload permission
  - You can upload this tool to other sites but you must credit me as the creator of the file.

- Modification permission
  - You are allowed to modify my tool and release bug fixes or improve on the features so long as you credit me as the original creator.

- Conversion permission
  - You can convert this file to work with other RAGE engine games as long as you credit me as the creator of the tool.

- Asset use permission
  - You are allowed to use the assets in this tool without permission as long as you credit me.

- Asset use permission in mods/files that are being sold
  - You are allowed but discouraged to use assets from this file in any mods/files that are being sold, for money, on Steam Workshop or other platforms.

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